EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	2	"20040261069".pn.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/04 10:20
S2	25	"6715100".pn. "6578068".pn. "6496850".pn. "6446092".pn. "5606693".pn. "5668986".pn. "5737601".pn. "5806075".pn. "5924096".pn. "20040148326".pn. "6470494".pn. "6339841".pn. "6571388".pn.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/04 10:26
S3	207	(dynamic$6 near5 load$3 near5 class$2) same (class near3 loader$1)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/05 09:41
S4	111	S3 and ((load$3 obtain$3 get$4) near4 (class$2 file$1 code$1 module$1) with (server$1 network))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/04 10:56
S5	0	S4 and class$1path and (defaul near3 class$1loader$1)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/04 10:33
S6	2	S4 and class$1path and (default near3 class$1loader$1)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/04 10:33
S7	7	S4 and class$1path and (default near3 class near3 loader$1)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/04 10:33
S8	15	S4 and class$1path and default	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/04 10:55
S9	0	S4 and class$1path and (P2P peer$1to$1peer)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/04 10:34

S10	12	S4 and (P2P peer$1to$1peer)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/04 10:54
S11	21	S4 and class$1path	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/04 10:42
S13	0	S12 and (broacast$3 near3 (request$1 message$1) near5 (server$1 network) with class$3)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/04 10:57
S14	0	S12 and (broacast$3 near3 (request$1 message$1) near5 (server$1 network))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/04 10:58
S15	10	S12 and (class$2 near3 (request$1 message$1) near5 (server$1 network))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/04 10:58
S16	83	S3 and ((load$3 obtain$3 get$4) near4 (class$2 file$1 code$1 module$1) near5 (server$1 network))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/04 11:00
S17	63	(dynamic$6 near5 load$3 near5 class$2) with (network$1 server$1)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/04 11:07
S18	178	(dynamic$6 near5 load$3 near5 class$2) same (network$1 server$1)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/04 11:10
S19	0	S18 and ((sav$3 stor$3) near5 class$2 near5 (class$1path))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/04 11:11
S20	1	S18 and ((sav$3 stor$3) near5 (class$1path))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/04 11:13

S21	25	S18 and class$1path	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/04 11:17
S22	30	S18 and 719/310,311-320,328-332. ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/04 11:17
S23	44	S18 and "717"/$.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/04 11:20
S24	3	(P2P peer$1to$1peer) same (load$3 near5 class$2) same (virtual adj machine)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/05 09:42
S25	6	(P2P peer$1to$1peer) same (load$3 near5 class$2)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/05 09:43
S26	39	(P2P peer$1to$1peer) and ((load$3 near5 class$2) with server$1) and (java VM$1 (virtual adj machine$1))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/05 09:44
S27	20	S26 and (class near3 loader$1)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/05 09:52
S28	1303	(selectiv$5 near4 (replac$3 modif$6 chang$3) with (URL$1 link$1 reference$1))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/05 09:52
S29	0	717/1620178.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/05 10:11
S30	3734	717/162-178.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/05 10:11

S31	114	S30 and (P2P (peer$1to$1peer))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/05 10:12
S32	1	S31 and (class$2 near5 (load$3 obtain$5) near5 server$1)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/05 10:14
S33	5	S31 and (class$2 near5 (load$3 obtain$5) with (server$1 network))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/05 10:15
S34	82	S30 and (class$2 near5 (load$3 obtain$5) with (server$1 network))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/05 10:15
S35	12	S34 and class$1path	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/05 10:16
S36	10	S35 and class near3 loader$1	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/05 10:23
S37	113	719/328-332.ccls. and (P2P (peer$1to$1peer))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/05 10:24
S38	1	S37 and ((load$3 download$3 obtain$4) near5 class$2 with (server$1 network$1))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/05 10:24
S39	12	S37 and ((load$3 download$3 obtain$4) near5 class$2)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/05 10:25
S40	0	S39 and class$1path	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/05 10:25

Google

| java "virtual machine" load class server P2P p| | Search | Advanced Search
Preferences

Web   Results **1 - 10** of about **24,800** for java "**virtual machine**" **load class server P2P peer** to **peer request**. (**0.80** seconds)

[PDF] LNAI 2872 - A **P2P** Approach to ClassLoading in **Java**
File Format: PDF/Adobe Acrobat
The **P2P** classloader first attempts to **load** the **class** data using the LocalClass- ... each
peer, and displays basic **load** balancing characteristics, ...
www.springerlink.com/index/XLJHFK1CPW8KP6WE.pdf - Similar pages

[PDF] A **P2P** approach to ClassLoading in **Java**
File Format: PDF/Adobe Acrobat - View as HTML
Peer-to-Peer Classloader Architecture. Fig 1. **P2P** classloader architecture. ... remote
request in the first place. A **request** to **load** a **class**, which cannot ...
p2p.ingce.unibo.it/2003/NotRevisedPapers/17_parker.pdf - Similar pages

Chapter 32. ProActive **Peer-to-Peer** Infrastructure
32.4.1.3. The **P2P** Daemon. The daemon aims to use computers in **Peer-to-Peer**
computations. There will be a **Java virtual machine** sleeping on your computer and ...
www-sop.inria.fr/oasis/Proactive/doc/api/org/objectweb/proactive/doc-files/**p2p**.html - 60k -
Cached - Similar pages

[PDF] **Peer-to-Peer** and Fault-Tolerance: Towards Deployment Based ...
File Format: PDF/Adobe Acrobat - View as HTML
Java Virtual Machine. Fig. 2. A **peer** implementation: the **peer** is a JVM ... For the moment
we have integrated a **Load** Balancing mechanism within the **P2P** ...
www-sop.inria.fr/oasis/personnel/Christian.Delbe/publis/coregrid2005.pdf - Similar pages
[More results from www-sop.inria.fr]

p2psockets: Content
If you create your **P2P** web **server** in the **peer-to-peer** network named ... take advantage of
flaws in the **Java Virtual Machine** or the **P2P** Sockets layer itself ...
p2psockets.jxta.org/docs/tutorials/2.html - 43k - Cached - Similar pages

[PDF] A **Peer-to-Peer** Environment to Share Medical Images and Diagnoses ...
File Format: PDF/Adobe Acrobat
multiplatform. Both the **server** and the **peer** are distributed. as a JAR file including all the
necessary dependencies to. work, so a **Java virtual machine** is ...
ieeexplore.ieee.org/iel5/9521/30169/01386041.pdf?arnumber=1386041 - Similar pages

[PDF] Software implementation for mobile agents in **peer-to-peer**-networks ...
File Format: PDF/Adobe Acrobat
development of a **peer-to-peer** network (**p2p**-network) empow-. ered by mobile agents. ...
virtual machine installed. Sun Microsystems offers **Java** ...
ieeexplore.ieee.org/iel5/9266/29439/01333602.pdf - Similar pages

[PDF] Coordinated Anonymous **Peer-to-Peer** Connections with MoCha
File Format: PDF/Adobe Acrobat - View as HTML
P2P networking refers to a **class** of systems, applications and ... a **peer-to-peer**
architecture each node is both a client and a **server** at the same ...
www.liacs.nl/~jguillen/publications/jguillen_**P2P**MoCha.pdf - Similar pages

[PDF] **Peer** Service Networks — Distributed **P2P** Middleware
File Format: PDF/Adobe Acrobat - View as HTML

(which when download expands to almost 600 **Java class** files) that can ... A **peer server** is usually (users may start **peer** servers as normal processes ...
www.cs.mu.oz.au/~aharwood/online/HarwoodBalsys-2003a.pdf - Similar pages

[PDF] A **Peer-to-Peer** Framework for Robust Execution of Message Passing ...
File Format: PDF/Adobe Acrobat - View as HTML
First, the **peer-to-peer** design of **P2P**-MPI allows ... puting capability is provided by a **Java Virtual Machine** and the MPD module ...
icps.u-strasbg.fr/upload/icps-2005-155.pdf - Similar pages

Result Page: **1** 2 3 4 5 6 7 8 9 10   **Next**

java "virtual machine" load class ser[Search   ]

Search within results | Language Tools | Search Tips | Dissatisfied? Help us improve

Google Home - Advertising Programs - Business Solutions - About Google

©2007 Google

P@RTAL
USPTO

Search: ⊙ The ACM Digital Library   ○ The Guide

+class +load +java +P2P +server +network classpath "class lc   SEARCH

THE ACM DIGITAL LIBRARY

Feedback Report a problem Satisfaction survey

Published before May 2003
Terms used **class load java P2P server network classpath class loader**

Found **14** of **140,872**

Sort results by [relevance ▼]
Display results [expanded form ▼]

◇ Save results to a Binder
▣ Search Tips
☐ Open results in a new window

Try an Advanced Search
Try this search in The ACM Guide

Results 1 - 14 of 14

Relevance scale ☐⊟⊟☐☐

1 To java.net and beyond: teaching networking concepts using the Java networking API
Greg Gagne
February 2002 **ACM SIGCSE Bulletin , Proceedings of the 33rd SIGCSE technical symposium on Computer science education SIGCSE '02**, Volume 34 Issue 1
Publisher: ACM Press
Full text available: ▣ pdf(417.23 KB)   Additional Information: full citation, abstract, references

> This paper covers the use of Java and its API for developing networking programs in an undergraduate computer networks class. Through the use of TCP and UDP sockets provided in the java.net package, students are able to write several client-server applications such as web and mail servers and a chat room. Additionally, the java.rmi API provides a library for invoking methods on remote objects, similar to remote procedure calls. Remote method invocation (RMI) is used to write a distributed versio ...

2 Abstracting remote object interaction in a peer-2-peer environment
Patrick Thomas Eugster, Sebastien Baehni
November 2002 **Proceedings of the 2002 joint ACM-ISCOPE conference on Java Grande**
Publisher: ACM Press
Full text available: ▣ pdf(202.02 KB)   Additional Information: full citation, abstract, references, index terms

> Leveraged by the success of applications aiming at the "free" sharing of data in the Internet, the paradigm of peer-to-peer (P2P) computing has been devoted substantial consideration recently.This paper presents an abstraction for remote object interaction in a P2P environment, called borrow/lend (BL). We present the principles underlying our BL abstraction, and its implementation in Java. We contrast our abstraction with established abstractions for distributed programming such as the remote me ...

> **Keywords**: Java, abstraction, borrow/lend, peer-to-peer, type

3 Beacond: a peer-to-peer system to teach ubiquitous computing
Surendar Chandra
January 2003 **ACM SIGCSE Bulletin , Proceedings of the 34th SIGCSE technical symposium on Computer science education SIGCSE '03**, Volume 35 Issue 1

Publisher: ACM Press

Full text available: pdf(50.80 KB)   Additional Information: full citation, abstract, references, index terms

> This paper describes a peer-to-peer (p2p) system (beacond) that is suitable for teaching important concepts in ubiquitous computing. The system exposes issues in peer location, p2p services, security and privacy issues. The system provided enough background to compliment class lectures and assisted students in designing their own course projects. Students continue to explore ideas exposed by beacond; some of these ideas are being further developed for publication in research conferences[1]. We p ...

> **Keywords**: computer networks, ubiquitous computing

4 Article abstracts with full text online: The liquid architecture: a non-linear peer-to-peer distributed architecture with polymorphic message passing

Coskun Bayrak, Chad Davis

May 2003 **ACM SIGSOFT Software Engineering Notes,** Volume 28 Issue 3

Publisher: ACM Press

Full text available: pdf(296.94 KB)   Additional Information: full citation, abstract, references

> In terms of benefiting from the potential to be gained from full distribution, today's most common implementations of distributed systems follow only limited linear versions of distribution such as client-server or n-tier models. Even many "peer to peer" systems still rely on centralized servers to provide the message passing connectivity between the peers. While these systems do provide increased robustness and computational speedup, they fail to realize the full measure of what fully distribut ...

> **Keywords**: P2P, architecture, distributed systems, networking, peer-to-peer, real time systems, software engineering, virtual collaboration

5 Applications: YouServ: a web-hosting and content sharing tool for the masses

Roberto J. Bayardo Jr., Rakesh Agrawal, Daniel Gruhl, Amit Somani

May 2002 **Proceedings of the 11th international conference on World Wide Web**

Publisher: ACM Press

Full text available: pdf(238.48 KB)   Additional Information: full citation, abstract, references, citings, index terms

> YouServ is a system that allows its users to pool existing desktop computing resources for *high availability* web hosting and file sharing. By exploiting standard web and internet protocols (e.g. HTTP and DNS), YouServ does not require those who access YouServ-published content to install special purpose software. Because it requires minimal server-side resources and administration, YouServ can be provided at a very low cost. We describe the design, implementation, and a successful intrane ...

> **Keywords**: decentralized systems, p2p, peer-to-peer networks, web hosting

6 The Web Service Discovery Architecture

Wolfgang Hoschek

November 2002 **Proceedings of the 2002 ACM/IEEE conference on Supercomputing**

Publisher: IEEE Computer Society Press

Full text available: pdf(282.28 KB)   Additional Information: full citation, abstract, references, index terms

> In this paper, we propose the Web Service Discovery Architecture (WSDA). At runtime, Grid applications can use this architecture to discover and adapt to remote services. WSDA promotes an interoperable web service discovery layer by defining appropriate

services, interfaces, operations and protocol bindings, based on industry standards. It is unified because it subsumes an array of disparate concepts, interfaces and protocols under a single semi-transparent umbrella. It is modular because it def ...

7 Groupware infrastructure: Using speakeasy for ad hoc peer-to-peer collaboration
W. Keith Edwards, Mark W. Newman, Jana Z. Sedivy, Trevor F. Smith, Dirk Balfanz, D. K. Smetters, H. Chi Wong, Shahram Izadi
November 2002 **Proceedings of the 2002 ACM conference on Computer supported cooperative work**
Publisher: ACM Press

Full text available: 📄 pdf(346.03 KB)   Additional Information: full citation, abstract, references, citings, index terms

Peer-to-peer systems appear promising in terms of their ability to support ad hoc, spontaneous collaboration. However, current peer-to-peer systems suffer from several deficiencies that diminish their ability to support this domain, such as inflexibility in terms of discovery protocols, network usage, and data transports. We have developed the Speakeasy framework, which addresses these issues, and supports these types of applications. We show how Speakeasy addresses the shortcomings of current p ...

Keywords: ad-hoc collaboration, casca, peer-to-peer, speakeasy

8 Virtual reality, digital media, and computer games: The structuring of a wireless internet application for a music-on-demand service on UMST devices
Marco Roccetti, Vittorio Ghini, Paola Salomoni, Alessandro Gambetti, Davide Melandri, Mirko Piaggesi, Daniela Salsi
March 2002 **Proceedings of the 2002 ACM symposium on Applied computing**
Publisher: ACM Press

Full text available: 📄 pdf(858.84 KB)   Additional Information: full citation, abstract, references, citings, index terms

Developing enhanced wireless Internet applications is becoming one of the upcoming challenges for mobile radio networks operators. In this paper we introduce and discuss the general software architecture of a wireless Internet-based application we have designed and implemented to support the distribution of Mp3-based musical songs to UMTS devices. We have examined the effects that Internet traffic has on the performance of wireless UMTS networks, due to the distribution of Mp3 files by means of ...

Keywords: UMTS, digital media on UMTS devices, music on demand, performance evaluation, wireless multimedia applications

9 Internet indirection infrastructure
Ion Stoica, Daniel Adkins, Shelley Zhuang, Scott Shenker, Sonesh Surana
August 2002 **ACM SIGCOMM Computer Communication Review , Proceedings of the 2002 conference on Applications, technologies, architectures, and protocols for computer communications SIGCOMM '02**, Volume 32 Issue 4
Publisher: ACM Press

Full text available: 📄 pdf(303.69 KB)   Additional Information: full citation, abstract, references, citings, index terms

Attempts to generalize the Internet's point-to-point communication abstraction to provide services like multicast, anycast, and mobility have faced challenging technical problems and deployment barriers. To ease the deployment of such services, this paper proposes an overlay-based Internet Indirection Infrastructure (I3) that offers a rendezvous-based communication abstraction. Instead of explicitly sending a packet to a destination, each

packet is associated with an identifier; this identifier ...

Keywords: abstraction, architecture, indirection, internet, scalable

10 Languages & Authoring for the Semnatic Web: Authoring and annotation of web pages in CREAM
Siegfried Handschuh, Steffen Staab
May 2002 **Proceedings of the 11th international conference on World Wide Web**
Publisher: ACM Press

Full text available: pdf(764.65 KB)　　Additional Information: full citation, abstract, references, citings, index terms

Richly interlinked, machine-understandable data constitute the basis for the Semantic Web. We provide a framework, CREAM, that allows for creation of metadata. While the annotation mode of CREAM allows to create metadata for existing web pages, the authoring mode lets authors create metadata --- almost for free --- while putting together the content of a page.As a particularity of our framework, CREAM allows to create *relational metadata*, i.e. metadata that instantiate interrelated defini ...

Keywords: RDF, annotation, metadata, semanticWeb

11 Scalability and information agents
Ralph Deters
September 2001 **ACM SIGAPP Applied Computing Review**, Volume 9 Issue 3
Publisher: ACM Press
Full text available: pdf(691.59 KB)　　Additional Information: full citation, abstract, references

Having fast and dependable access to the most relevant information available is of the utmost importance in a competitive information-oriented society. Ensuring transparent and dependable access to a large number of heterogeneous, ill-structured and often distributed data and information sources is a complex problem with many different facets. Over time a large variety of very different approaches have been developed. Among the many competing approaches, information agents seem to be particularl ...

Keywords: deployment, information agents, scalability

12 Mobility: A micro-economic approach to conflict resolution in mobile computing
Licia Capra, Wolfgang Emmerich, Cecilia Mascolo
November 2002 **Proceedings of the 10th ACM SIGSOFT symposium on Foundations of software engineering**
Publisher: ACM Press
Full text available: pdf(172.44 KB)　　Additional Information: full citation, abstract, references, citings, index terms

Mobile devices, such as mobile phones and personal digital assistants, have gained widespread popularity. These devices will increasingly be networked, thus enabling the construction of distributed mobile applications. These have to adapt to changes in context, such as variations in network bandwidth, exhaustion of battery power or reachability of services on other devices. We show how the construction of adaptive and context-aware mobile applications can be supported using a reflective middlew ...

Keywords: conflict resolution, context-awareness, game theory, middleware, mobile computing, reflection

13 Session 3: mobility: A micro-economic approach to conflict resolution in mobile computing
Licia Capra, Wolfgang Emmerich, Cecilia Mascolo
November 2002 **ACM SIGSOFT Software Engineering Notes**, Volume 27 Issue 6
Publisher: ACM Press
Full text available: pdf(1.14 MB)   Additional Information: full citation, abstract, references, index terms

Mobile devices, such as mobile phones and personal digital assistants, have gained widespread popularity. These devices will increasingly be networked, thus enabling the construction of distributed mobile applications. These have to adapt to changes in context, such as variations in network bandwidth, exhaustion of battery power or reachability of services on other devices. We show how the construction of adaptive and context-aware mobile applications can be supported using a reflective middlew ...

Keywords: conflict resolution, context-awareness, game theory, middleware, mobile computing, reflection

14 Back matter
ACM SIGSOFT Software Engineering Notes staff
May 2003 **ACM SIGSOFT Software Engineering Notes**, Volume 28 Issue 3
Publisher: ACM Press
Full text available: pdf(2.77 MB)   Additional Information: full citation

Results 1 - 14 of 14